

TINY WOODS

You awaken in a different world, in a different body. No time for questions—Caterpie needs your help!

TERRAIN:
GROUND

FLOORS:
3

TEAM MAX:
3

ITEMS
TO BRING:

You don't have the option to bring anything into this dungeon.

ITEMS
TO LOOK FOR:

The only items available in this dungeon are life-recovering **Oran Berries**, poison-curing **Pecha Berries**, and **Poke** coins.

JOB DESCRIPTION:

Caterpie has fallen into an underground fissure. You and your partner must save it.

PREPARATION:

There's no time for preparation, so you'll have to jump right in.

INSIDE THE DUNGEON:

The Pokémon in this dungeon are low-level and don't use many advanced moves, so you can afford to take your time and experiment with the battle system. You can't recruit any Pokémon here, so focus on battling foes, exploring the area, and gathering items. At this point, you and your partner can each hold only one item; so if you're lucky enough to find a berry you'll equip it automatically. If you find another, lead your partner to it.



Most of the Pokémon in this dungeon use only the basic Tackle move, so type-matching isn't much of a concern. The only real threat in the lower floors is Sunkern, which can damage Water-type Pokémon with its Absorb move. On the last floor (B3F), rare Exeggcute Pokémon may use the sleep-inducing Hypnosis move. Try to position your team so your partner can attack if your hero is caught napping.

FLOOR

1	191 SUNKERN GRS	16 PIDGEY NRM-FLY	265 WURMPLE BUG	102 EXEGGCUTE GRS-PSY
2				
3				

THUNDERWAVE CAVE

You're officially in the rescue business, and a request from your first client is already on the way.

TERRAIN:
GROUND

FLOORS:
5

TEAM MAX:
3

ITEMS
TO BRING:

- ORAN BERRY
- PECHA BERRY
- RAWST BERRY

ITEMS
TO LOOK FOR:

In addition to **Oran Berries**, and **Pecha Berries**, you'll find paralysis-healing **Cheri Berries**, **Blast Seeds**, **Sleep Seeds**, and **Gravelerocks** can be used against particularly difficult foes, and **Apples** will fill your belly if you get hungry.

JOB DESCRIPTION:

Separate the two Magnemite that have been fused together at the bottom of Thunderwave Cave.

PREPARATION:

Check your mailbox after Pelipper visits; you'll find your first request. When you accept the job you'll head to the dungeon automatically, with the berries you received from Butterfree already in your Toolbox.

INSIDE THE DUNGEON:

Opponents in this dungeon will use moves like Growl to lower your stats. The effect won't fade until you use a staircase or step on a Wonder Tile. Electric-type Pokémon abound here, but Water-types needn't worry, since they rarely use Electric-type moves. Unlike in Tiny Woods, you can recruit opponent Pokémon here, but not until you've bought Friend Areas later in the game.



"Set" Gravelerocks in the Item menu so you can throw them at distant foes merely by pressing the L and R Buttons. Gravelerocks let you get in early hits at distant foes or finish off cowardly Pokémon like Poochyena that flee when their HP gets low.

FLOOR

1	19 RATTATA NRM	29 NIDORAN ♀ PSN	261 POOCHYENA DARK	100 VOLTORB ELC	239 ELEKID ELC	311 PLUSLE ELC	312 MINUN ELC
2	3 15	4 14	3 28	3 20	4 24	3 24	3 24
3							
4							
5							

In the Red Rescue Team version of the game, you'll encounter Plusle in this dungeon. In Blue Rescue Team, you'll encounter Minun instead.

MT. STEEL

Complete a bulletin board job, then scale Mt. Steel to free Diglett from Skarmory's clutches.

TERRAIN:
GROUND

FLOORS:
9

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- ORAN BERRY
- REVIVER SEED

ITEMS
TO LOOK FOR:

IQ-boosting gummies are among the most-precious items in the game, and you can find **Orange Gummies** and **White Gummies** in Mt. Steel. You'll also find the first orbs—**Escape Orbs** are particularly common (and useful). **Max Elixirs** are equally valuable, but much rarer.

JOB DESCRIPTION:

After completing some bulletin board jobs, rescue Diglett by scaling Mt. Steel and defeating Skarmory.

PREPARATION:

Your mailbox is empty, so you'll have to do a bit of legwork. Visit the Pelipper Post Office, where you can select missions from the bulletin board. To earn multiple rewards, accept all the missions for a given dungeon and try to complete them all in one trip.

Before you depart, visit the shops at Pokémon Square. Link your stat-lowering moves to attack moves at the Link Shop, store your extra items at Kangaskhan Storage, and deposit your cash at Felicity Bank for safekeeping. Bring only a few items (see our suggestions in the Items to Bring list) and leave the rest so you'll have plenty of inventory space. Be sure to open the Job List menu and select Take Job on your job(s), before you head south from your team base to your chosen dungeon. Once there, complete the job(s) by locating your target Pokémon and speaking to it with the A Button.

After you complete two jobs, Dugtrio will appear with a new mission. Before you depart, visit Kangaskhan Storage to pick up Blast Seeds, an Apple, and a Reviver Seed if you've left them there. Otherwise, get them from a Kecleon Shop.

INSIDE THE DUNGEON:

The largely Rock-type Pokémon in this dungeon use a lot of Defense-boosting moves like Harden and Defense Curl. If you can't beat them before they beef up, remember that Gravelerocks do a fixed 20 points of damage and won't be affected by high Defense. The Wigglytuff Club isn't open yet, so you can't do any recruiting on your first visit. Still, on return after buying the Mt. Deepgreen Friend Area, you may be able to recruit a Geodude.



The enemies get harder once you reach the fifth floor, so don't use up your special moves on the first few floors. Get an early jump on distant foes by throwing the plentiful Gravelerocks to help conserve your PP. A tough boss fight awaits on 9F, so heal up with an Oran Berry or by holding the A and B Buttons before you take the 8F stairs.

227 SKARMORY



TYPE:
STL-FLY
LVL: **10**
HP: **65**

You begin all boss battles one space away from your foe, so you can get in the first hit by throwing a Gravelerock while Skarmory comes toward you. Skarmory will try to lower your defense with Sand Attacks before going for the kill with Peck. Fire- and Electric-type moves work well, but if you don't know any, try using Blast Seeds for a burst of flame.



FLOOR	1	2	3	4	5	6	7	8	9
	21 SPEAROW NRM-FLY	263 ZIGZAGOON NRM	304 ARON STL-RCK	343 BALTOY GRD-PSY	74 GEODUDE RCK-GRD	236 TYROGUE FTG	307 MEDITATE FTG-PSY	374 BELDUM STL-PSY	127 PINSIR BUG
	4 26	5 25	6 26	5 30	5 30	6 30	6 30	5 24	6 30

SINISTER WOODS

Bolster your ranks with wild Pokémon before you race Gengar's rescue team to a stranded Metapod.

TERRAIN:
WATER

FLOORS:
13

TEAM MAX:
3

ITEMS TO BRING:

- APPLE
- BLAST SEED
- CHERI BERRY
- ESCAPE ORB
- PECHA SCARF

ITEMS TO LOOK FOR:

A wide variety of gummies appear here, making this a great area for gummy hunting. **Max Elixirs** and **Reviver Seeds** are rare but valuable treats, and **Oran Berries** and **Apples** shouldn't be hard to find.

JOB DESCRIPTION:

Get to Metapod before Gengar and its rescue team do, or Caterpie's family will have to cough up their exorbitant fee.

PREPARATION:

The first order of business is to acquire Friend Areas so you can begin recruiting enemy Pokémon. When you visit the Friend Area shop in Pokémon Square, Wigglytuff will give you three freebies (including Power Plant, which will allow Magnemite to join your team). If you have extra money on hand, buy as many other Friend Areas as you can. Then, after witnessing the events in the square, talk to all the Pokémon in town (including the Caterpie in the area north of the square), pay a visit to Makuhita Dojo to the south, and complete at least three bulletin board jobs to trigger the next event.

The following morning you'll have a visit from Gengar before Pelipper brings a random rescue quest straight to your mailbox. Complete two more jobs, then Caterpie will appear with a mission to Sinister Woods. If you want to take Magnemite along, pay it a visit in the Power Plant Friend Area and add the Pokémon to your team.

INSIDE THE DUNGEON:

There are Grass-type Pokémon that will use the Grass-type Absorb and Leech Life moves, so keep your Water-type Pokémon at full health and off the front lines, if possible. On the first few floors, foes like Sudowoodo, Cascoon, and Silcoon will stand motionless, allowing you to move around them and avoid combat. The Pokémon on later floors are much more aggressive, and the status conditions they can inflict lead to some dangerous situations. Use Gravelerocks and ranged moves like Quick Attack to take out threats like Exeggutor and Shroomish early.



Shroomish's Stun Spore attack can paralyze a character for multiple turns, setting up the victim for damaging attacks from other Pokémon. Equip your leader with a Cheri Berry to cure the condition automatically.

TEAM MEANIES



It's rescue team versus rescue team on the Sinister Woods! Gengar is your priority target. While it's resistant to Normal attacks, it's vulnerable to Psychic and Ghost attacks. Gengar is very resistant to Normal attacks of other types (Ground, Psychic, and Fire). While it's ideal, but fairly rare at this point in the game. If you have any effective moves, you can always rely on fixed damage items like Gravelerocks and Blast Seeds. To make sure your party members are using the best possible moves, go into their moves lists and deselect every move except for the ones that will do the most damage.

GENGAR

TYPE: GHO-PSN

LVL: 15

HP: 80

EKANS

TYPE: PSN

LVL: 15

HP: 58

MEDICHAM

TYPE: FTG-PSY

LVL: 12

HP: 60



FLOOR

1	43 OODISH GRS-PSN	185 SUDOWOODO ROCK	220 SWINUB ICE-GRD	192 SUNFLORA GRS	161 SENTRET NRM	260 CASCOON BUG	266 SILCOON BUG	285 SHROOMISH GRS	165 LEDYBA BUG-FLY
2	7 35	7 35	9 35		6 35			9 35	7 35
3									
4									
5									
6									
7	264 LINOONE NRM								
8		123 SCYTHYR BUG-FLY	194 WOOPER WTR-GRD						
9		10 35	10 44						
10									
11				103 EXEGGUTOR GRS-PSY	163 HOOTHOOT NRM-FLY	287 SLAKOTH NRM			
12					6 30	8 43			
13	1 TEAM MEANIES GRS, PSN, FTG, PSY								

SILENT CHASM

Shiftry hasn't returned from his rescue job—investigate and pick up a few great prizes on the way.

Stilldamm

TERRAIN:
WATER

FLOORS:
9

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- BLAST SEED
- PECHA BERRY
- PECHA SCARF

ITEMS
TO LOOK FOR:

Though they're rare, you can find the first permanent held items here: the valuable stat-boosting **Power Band** and **Special Band**. You can also find a variety of **gummies**, the usual assortment of **berries** and **orbs**, and the occasional **Max Elixir**.

JOB DESCRIPTION:

Go to Silent Chasm to save Jumpluff and see what happened to Shiftry's team.

PREPARATION:

Equip your lead Pokémon with a Pecha Scarf to protect against the Poison condition, and bring a few Pecha Berries for the team. Take Magnemite along so you can put its Steel-type Poison immunity to good use.

INSIDE THE DUNGEON:

Absorb-using and Poison-spewing Gloom is a major threat here, especially to Water- and Grass-types, so don't be afraid to eat a Blast Seed for a quick win. If you get poisoned and don't have a Pecha Berry, make a run for the staircase—the condition will be erased at the start of the next floor. Upper floors feature wet terrain that Water- and Flying-types can cross, but don't let it split up your team; abandoned allies could be wiped out by high-level foes.



Things get tougher in this dungeon, as foes begin using Fire-, Water-, Grass-, and Poison-type special attacks. When facing a bad type matchup, don't be afraid to hide behind a more effective ally.

rot gray brown / gray

FLOOR

1	13 WEEDLE BUG-PSN	44 GLOOM GRS-PSN	83 FARFETCH'D NRM-FLY	193 YANMA BUG-FLY	216 TEDDIURSA NRM
2	8 31		10 40	16 28	10 34
3			281		
4					
5	151				
6					
7					
8					
9					

MT. THUNDER

This mission isn't for beginners! You'll have to face the legendary Zapdos if you scale Mt. Thunder.

TERRAIN:
GROUND

FLOORS:
10

TEAM MAX:
3

ITEMS
TO BRING:

- APPLE
- CHERI BERRY
- ESCAPE ORB
- GRAVELEROCKS
- PECHA BERRY
- REVIVER SEED

ITEMS
TO LOOK FOR:

Rare but spectacular TMs like **Dig**, **Toxic**, **Giga Drain**, **Bullet Seed**, **Shadow Ball**, and **Aerial Ace** are the highlight of this dungeon. You can also find **Gold Ribbons** (which can be sold for 2,000 Poke) and **Link Boxes** that let you link moves on the go.

JOB DESCRIPTION:

Follow Zapdos to Mt. Thunder to free Shiftry from its clutches.

PREPARATION:

Zapdos is a Level-25 Pokémon with 300 hit points, so you would be wise to buff up your team by doing rescue jobs from the bulletin board until you've risen to at least Level 15. If possible, try to recruit a Ground-type like Geodude in Mt. Steel (note that this requires the Mt. Deepgreen Friend Area).

INSIDE THE DUNGEON:

This dungeon is rife with Electric-type Pokémon, many of which use attacks that paralyze their foes. If you see a Beedrill, destroy it from a distance: its Fury Attack can be instantly fatal if it hits five times in succession. Bring an Escape Orb and use it if you get in over your head or find a rare TM you don't want to lose.

Donnerberg

FLOOR

1	13 WEEDLE BUG-PSN	32 NIDORAN ♂ PSN	309 ELECTRIKE ELC	331 CACNEA GRS	17 PIDGEOTTO NRM-FLY
2					

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FLOOR	from page 67				
3	13 WEEDLE BUG-PSN	179 NIDORAN ♂ PSN	309 ELECTRIKE ELC	331 CACNEA GRS	17 PIDGEOTTO NRM-FLY
4					
5					
6					
7	207 GLIGAR GRD-FLY			15 BEEDRILL BUG-PSN	125 ELECTABUZZ ELC
8		310 MANECTRIC ELC			234 STANTLER NRM
9			58 GROWLITHE FIRE		181 AMPHAROS ELC
10					

MT. THUNDER PEAK

Zapdos is no pushover. Prove your worth as a rescue team by triumphing over the legendary foe.

TERRAIN:
WATER

FLOORS:
3

TEAM MAX:
3

ITEMS TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS TO LOOK FOR:

Oran Berries, Blast Seeds, and Max Elixirs appear frequently, giving you one last chance to gear up before the boss. Gummis (particularly Electric-type-boosting Yellow Gummis) are extremely common, so scour this small dungeon carefully.

JOB DESCRIPTION:

Defeat Zapdos to rescue a captive Shiftry.

PREPARATION:

After completing the 10th floor of Mt. Thunder you'll have an opportunity to save at the Kangaskhan statue. Your HP and PP will be refilled before you enter the peak, which features only two floors of combat before you reach Zapdos's perch.

INSIDE THE DUNGEON:

Gather all the gummis you can on the first two floors of the dungeon, then heal up and equip your best held items (bands and Oran Berries) before you take the second staircase.

Donner begspitze



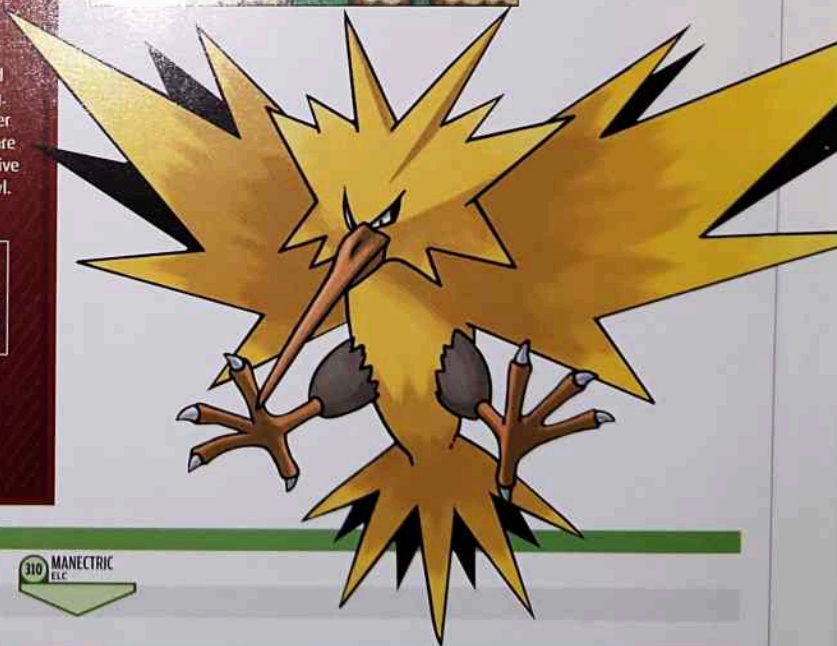
Paralysis prevents you from attacking or using special moves, but it can't stop you from throwing items like Gravelerocks. If possible, step back to put an unparalyzed partner on the front line, and throw rocks from the back row until the effect fades.

145 ZAPDOS

If you're a Grass-type (vulnerable to Peck) or pure Water-type (vulnerable to Electric-type moves), this is going to be an especially tough fight. Fall back and use Gravelerocks or long-range moves while your partners do the heavy lifting. Ground- and Rock-type moves like Mud Sport work great, and moves that lower stats, like Leer, are unusually effective in this long brawl.



TYPE:
ELC-FLY
LVL: 25
HP: 300



FLOOR	1	2	3
	58 GROWLITHE FIRE	125 ELECTABUZZ ELC	181 AMPHAROS ELC
			207 GLIGAR GRD-FLY
			310 MANECTRIC ELC
			145 ZAPDOS ELC-FLY

GREAT CANYON

It's time to confront the riddle of how you became a Pokémon. Perhaps Xatu can help?

TERRAIN:
WATER

FLOORS:
12

TEAM MAX:
3

ITEMS TO BRING:

- BLAST SEED
- CHERI BERRIES
- ESCAPE ORB
- ORAN BERRY
- PECHA BERRIES

ITEMS TO LOOK FOR:

This dungeon is one of the best places to pick up extra **Power Bands** and **Special Bands**, which will become increasingly valuable as you recruit more friends. You can also find random **gummies** and **TMs**, as well as handy **Link Boxes** and **Max Elixirs**.

JOB DESCRIPTION:

Fight your way through the Great Canyon to speak to Xatu at the Hill of the Ancients.

PREPARATION:

You may want to revisit an old area in hopes of recruiting a Fire-, Flying-, or Poison-type ally that can make things easier. Blast Seeds are another way to give your team a bit of firepower, so you might as well empty your stores and use them while they still make a difference. Bring a few Cheri and Pecha Berries to deal with moves like Stun Spore and Poison Sting.

INSIDE THE DUNGEON:

The enemies in the first part of the Great Canyon are primarily Grass-types and Flying-types. Moves like Leech Seed and Mega Drain will make life tough on Water-types like Squirtle, Mudkip, and Totodile, so they should focus on ranged and physical attacks or simply avoid difficult foes such as Breloom and Cacturne. Things will get easier for the Water-types in the second part of the dungeon, since there are no Grass-types past the eighth floor.



Both Murkrow and Doduo know the Pursuit move, which allows them to counter all of your attacks for equal amounts of damage. When you see the blue shield icon over an enemy's head, strike only with long-range attacks and thrown items (which can't be countered) until you can get your target into KO range.

178 XATU

Xatu will give up its secrets without a fight, although it may require some tickling. Its hints are vague, but they do imply that there's a connection between the recent spate of natural disasters and your mysterious transformation. Unfortunately, a lurking Gengar will overhear the whole thing, and it's a safe bet that Gengar isn't there to offer moral support. Head back to town and speak with the residents of Pokémon Square before you plot your next move.



FLOOR

1	84 DODUO NRM-FLY	188 SKIPLOOM GRS-FLY	206 DUNSPARCE NRM	231 PHANPY GRD
2	14 50			
3				
4				
5			45 VILEPLUME GRS-PSN	286 BRELOOM GRS-FTG
6				
7	214 HERACROSS BUG-FTG			198 MURKROW DRK-FLY
8	14 68	168 ARIADOS BUG-PSN		332 CACTURNE GRS-DRK
9				164 NOCTOWL NRM-FLY
10			128 TAUROS NRM	
11			229 HOUDOON DRK-FIRE	
12				

silber/kar

Lapishöhle

LAPIS CAVE

The only one who needs rescuing now is you. Flee through Lapis Cave to escape your pursuers!

TERRAIN:
WATER

FLOORS:
14

TEAM MAX:
3

ITEMS TO BRING:

- APPLE
- GRAVELEROCKS
- LINK BOX
- MAX ELIXIR
- ORAN BERRY
- PECHA SCARF

ITEMS TO LOOK FOR:

Explore every floor of the cave thoroughly to turn up some rare items including **TMs**, **gummies**, **Pecha Scarfs**, **Stamina Bands**, **Power Bands**, and **Gold Ribbons**. Staple items like **Apples**, **berries**, and **Gravelerocks** are fairly plentiful.

JOB DESCRIPTION:

Lapis Cave is the first in a series of areas you'll have to run through to escape other rescue teams. Your only objective is to get out alive.

PREPARATION:

After speaking to Xatu, you'll return to Pokémon Square just in time to catch the tail end of Lombre's conversation. Follow up by heading north to speak to Whiscash, who will tell you the entire sordid story. That night, a strange dream will give you a disturbing surprise, but it's nothing compared to what awaits you in Pokémon Square. Gengar has turned the town against you, and even Alakazam is ready to join the mob! Alakazam may not be willing to give you the benefit of the doubt, but it will grant you a full day's head start.

The next morning, tell your partner you're "not set" if you have business in Town Square. Everyone's half-asleep, but all the businesses are open, allowing you to link moves, buy items, and access your storage. Bring all the staples: Apples, Oran Berries, a Max Elixir, and either Pecha Berries or a Pecha Scarf. Don't bother trying to visit friends—this quest is for you and your partner alone. You won't be able to do any new recruiting at any time while you're on the run.

INSIDE THE DUNGEON:

The first nine floors of this dungeon are fairly small and populated by only a few enemies. Nearly all of them are capable of using either Grass-type Absorb or Bug-type Leech Life to drain your HP, so be very careful if you're a Water-type or Grass-type, respectively. Don't forget that you can hold down A and B simultaneously to wait and restore your health, a move that shouldn't be overly risky in this sparsely populated dungeon.

Things get trickier on the 10th floor, where Tangela can pull off a devastating Sleep Powder/Absorb combo to wipe you out of the game. There's no good solution to Sleep-inducing moves at this point, so save your Gravelerocks, Blast Seeds, and ranged attacks for Tangela. An equipped Oran Berry will give you a fighting chance at survival.



Before you set off on your journey, stock up on items at the shop as the rest of the town sleeps. Although this will be your last chance for a while to visit the Kecleon Shop, you will have access to your inventory at various points in your journey, and most staple items can be found along the way.



The Nidorina and Nidorino in this cave all have the Poison Point ability, which may inflict the Poison condition on anyone who attacks directly. Protect yourself with a Pecha Scarf if you can, but don't worry if you've lost it—on Lapis Cave's small floors you're never far from a staircase.

FLOOR

1	41 ZUBAT PSN-FLY	290 NINCADA BUG-GRD
2	17 30	14 54
3		
4	30 NIDORINA PSN	33 NIDORINO PSN
5	15 57	15 60
6		
7		
8		
9		
10		
11		
12		
13		
14		

weiß/gelb grün

ROCK PATH

Having trouble? Stock up on basic items and Exp. Points in this optional four-level dungeon.

TERRAIN:
GROUND

FLOORS:

4

TEAM MAX:

3

ITEMS
TO BRING:

- PECHA BERRY
- PECHA SCARF

ITEMS
TO LOOK FOR:

Big Apples (which completely fill you up) are plentiful here. You can also find basic items like **Gravelerocks**, **berries**, and the occasional **Max Elixir**. There are no valuable items, but you may find a rare **Trawl Orb** or **Scanner Orb**.

JOB DESCRIPTION:

You can visit this small dungeon as often as you like to gain Exp. Points or gather basic items.

PREPARATION:

Your partner will give you the option of entering the Rock Path if you get KO'd in Lapis Cave. You will also be able to visit the Rock Path before you enter Mt. Blaze.

INSIDE THE DUNGEON:

This is a fairly easy dungeon, but the enemies provide plenty of Exp. Points. Since the Rock Path has only four levels, you can use your most-powerful moves with abandon.



Before entering the Rock Path, drop off nearly all of your items at the Kangaskhan statue. All you need is a few anti-poison items, since poisonous Zubat, Nidorina, and Nidorino are plentiful. Of course, you can always take your chances and simply make a run for the stairs.

FLOOR

1	18 PIDGEOT NRM-FLY	30 NIDORINA PSN	33 NIDORINO PSN	41 ZUBAT PSN-FLY	322 NUMEL FIRE-GRD
2					
3					
4					

MT. BLAZE

The rescue teams are hot on your trail, and your only hope is to lose them in the fires of Mt. Blaze.

ITEMS
TO BRING:

- BIG APPLE
- PECHA BERRY
- PECHA SCARF
- POKé
- RAWST BERRY
- SLEEP SEED

ITEMS
TO LOOK FOR:

Gummis are very abundant here, and come in a wide variety of flavors. You're likely to find many **Red Gummis**, **Orange Gummis**, **Pink Gummis**, **Brown Gummis**, **Grey Gummis**, **Black Gummis**, and **Silver Gummis**. Keep an eye out for **TMs** as well.

JOB DESCRIPTION:

Flee your pursuers while surviving assaults from formidable Fire-type Pokémon.

PREPARATION:

Save at the Kangaskhan statue and visit the Rock Path if you're running low on basic items. Fire-type Pokémon abound in Mt. Blaze, so Rawst Berries will finally come in handy. Don't dump your Pecha gear, though, since Magby and Slugma love to use the Poison-inflicting Smog move. If you don't have a lot of cash for shops, bring a high-value item (like a TM or a Gold Ribbon) from storage.

INSIDE THE DUNGEON:

You'll begin encountering magma terrain on the fourth floor. Fire- and Flying-types can cross it freely, but it's not a good idea to separate from your partner unless you're making a run for the stairs. Most of your foes can walk on lava, so keep an eye out for ambushes.



Mt. Blaze is home to the first in-dungeon shops, which may begin appearing after 3F. In the shops, you can buy items and even sell excess inventory by using the Place command to drop them on an empty square. If you don't have cash or high-value items on hand, you're welcome to try stealing, but don't chance it if you haven't saved recently. The Kecleon don't treat shoplifters kindly.

FLOOR

1	18 PIDGEOT NRM-FLY	218 SLUGMA FIRE	240 MAGBY FIRE	322 NUMEL FIRE-GRD
2		17 64		14 64
3		16 66		
4				
5				



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FLOOR

from page 71

6
7
8
9
10
11
12219 SLUGMA
FIRE322 NUMEL
FIRE-GRO213 SHUCKLE
BUG-ROK324 TORKOAL
FIRE78 RAPIDASH
FIRE

MT. BLAZE PEAK

You can't get over Mt. Blaze until you've defeated Moltres at the peak. Prepare for a heated battle!

TERRAIN:
MAGMA

FLOORS:
3

TEAM MAX:
3

**ITEMS
TO BRING:**

You don't have the option to access Kangaskhan Storage before this dungeon.

**ITEMS
TO LOOK FOR:**

You'll find plenty of **Red Gummies** here, so Fire-types should scour the area. You can also find plenty of **Poké**.

JOB DESCRIPTION:

Fight your way to the peak and battle Moltres.

PREPARATION:

You can save your game after the 12th floor of Mt. Blaze, but this Kangaskhan statue won't let you access your inventory. Travel conservatively through the two floors of the peak so you'll still have Oran Berries and plenty of PP for the boss.

INSIDE THE DUNGEON:

There are only two Pokémon in the peak area: Arcanine and Fearow. If one of your Pokémon is a Fire-type, deselect your Fire-type moves—they'll only boost Arcanine's power thanks to its Flash Fire ability. Fearow's Fury Attack is the biggest threat here, so keep your HP up and destroy Fearow from a distance if possible.



Arcanine's Roar move will knock you backward, either into your partner (taking HP from both of you), or into a wall. Make your way back into combat range quickly so your partner isn't stranded.

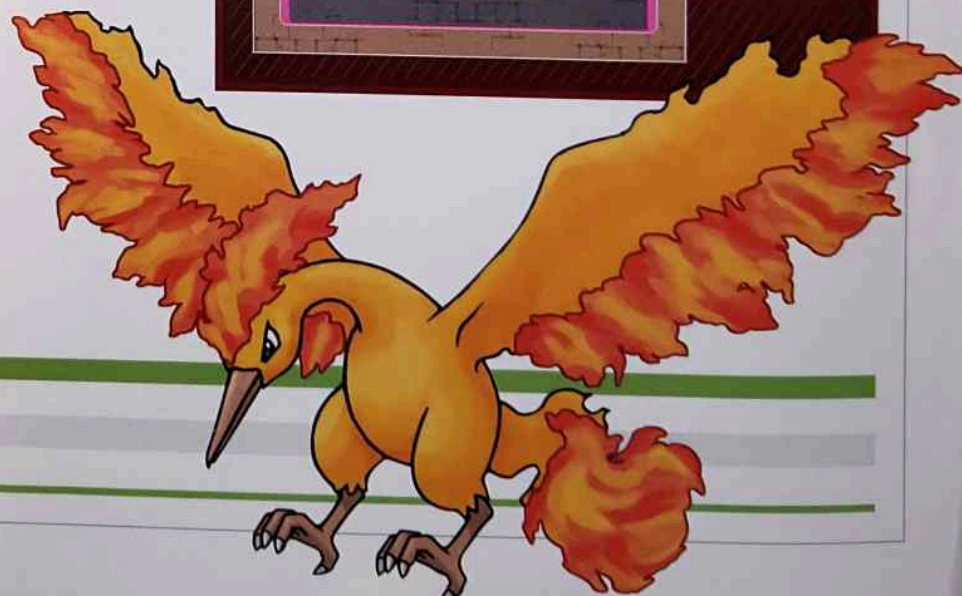
146 MOLTRES

This is a tough fight for Grass-types, since Moltres's best Fire- and Flying-type moves may KO you instantly. If you've wisely chosen a Fire-, Electric-, or Water-type, however, back up a square and edit your partner's moves so it'll be using exclusively. Help out by using ranged attacks or throwing items like Oran Berries and Gravelerocks. If it's your partner that has the mismatched type, give them an Oran Berry and protect it as best you can.



TYPE:
FIRE-FLY
LVL: 32
HP: 400

FLOOR

1
2
322 FEAROW
NORM-FLY59 ARCANINE
FIRE146 MOLTRES
FIRE-FLY

SNOW PATH

A tough battle awaits ahead, so prepare by gathering Exp. Points and basic supplies in the Snow Path.

TERRAIN:
WATER

FLOORS:
4

TEAM MAX:
3

ITEM TO BRING:

• ORAN BERRY

ITEMS TO LOOK FOR:

The Snow Path has the same assortment of basic items like Gravelerocks and berries you found on the Rock Path, although you'll now have to content yourself with regular Apples instead of Big Apples.

JOB DESCRIPTION:

Like the Rock Path near Mt. Blaze, the Snow Path gives players a chance to find staple items and gather Exp. Points in a fairly easy optional dungeon.

PREPARATION:

Save your game and access your storage at the Kangaskhan statue. From there you can choose to visit the Snow Path or move directly to Frosty Forest.

INSIDE THE DUNGEON:

Although this dungeon is short, the Pokémon inside aren't total pushovers. Furret can deal some serious damage with Fury Swipes if it scores all five hits, and Pineco's Selfdestruct is a major threat.



Pineco's Selfdestruct will deal heavy damage to everyone around it, including Pineco itself (but it won't necessarily be KO'ed). This blast is so powerful it will even destroy dungeon walls! If a Pineco is approaching, make sure everyone in your party is at or near full health.

FLOOR



FROSTY FOREST

Today's forecast is for heavy snow, with a 100% chance of Articuno blasts later in the day.

TERRAIN:
WATER

FLOORS:
9

TEAM MAX:
3

ITEMS TO BRING:

• BIG APPLE
• BLAST SEED
• GRAVELEROCKS
• ORAN BERRY
• POKÉ

ITEMS TO LOOK FOR:

This area has good held items like Pecha Scarfs, Stamina Bands, Power Bands, and Special Bands. Kecleon Shops may sell new X-Ray Specs (an exceptional item) and Insomniscopes. You can also find rare gummis and TMs, as well as the occasional Link Box.

JOB DESCRIPTION:

Chase down the mysterious Absol in Frosty Forest.

PREPARATION:

You don't need to worry about status conditions in this dungeon, so you can free up a lot of space and focus your preparation on the Articuno battle ahead. Blast Seeds are effective against Ice-types, and Oran Berries are always handy. There are Kecleon Shops here, which often sell valuable Reviver Seeds, so bring plenty of cash or valuable items.

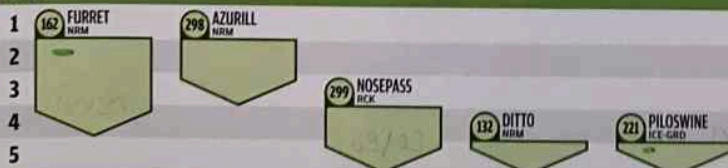
INSIDE THE DUNGEON:

Oddly, Ice-type Pokémon don't rule the forest. Rock- and Ground-types are just as common, so Water- and Grass-type moves are effective throughout the dungeon.



In its true form, Ditto has only the Transform move that allows it to become a copy of another Pokémon who appears on the floor. Ditto is much easier to defeat when it's in its natural state, so if you catch one napping, try to KO it with a long-range move before it can morph into something tougher.

FLOOR



FLOOR

from page 73

6	299 NOSEPASS FCK	132 DITTO NFM	221 PILOSWINE ICE-GRD	262 MIGHTYENA DRK	305 LAIRON STL-RCK	361 SNORUNT ICE
7		25 65			70 70	
8						
9						

FROSTY GROTTO

When you reach the end of Frosty Forest, you'll be met by both a deadly foe and a loyal friend.

TERRAIN:
WATER

FLOORS:
5

TEAM MAX:
2

ITEMS TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS TO LOOK FOR:

Most of the great held items in Frosty Forest are gone, but your odds of finding **Clear Gummis** and **Blue Gummis** have risen. Occasional **Reviver Seeds** and **Max Elixirs** will help you defeat Articuno.

JOB DESCRIPTION:

Fight your way deep into the forest and battle Articuno.

PREPARATION:

You'll have to fight through four floors this time, so do your preboss prep on 4F.

INSIDE THE DUNGEON:

The snowy weather boosts Ice-type Pokémon, but you won't find any in this dungeon. Instead, Frosty Grotto is four straight floors of Ground-and-Rock-type Rhyhorn and Steel-and-Psychic Metang. Save plenty of PP and resources for Articuno, but take out as many of the Rhyhorn and Metang as possible to put yourself up a level or two first.

144 ARTICUNO

Articuno's Mist move will prevent any moves that might lower its stats, negating a common and effective boss strategy. You can still set up a long-term advantage with status conditions like Poison or damage-bouncing moves like Pursuit, however. The Ice-type Powder Snow attack can be instantly fatal to Grass-types, but hiding won't help—it can hit you anywhere in the room. If you're vulnerable, focus your efforts on taking out Articuno quickly.



TYPE:
ICE-FLY
LVL: 33
HP: 450



Metang attacks primarily with the Take Down move, which deals 9 HP to Metang regardless of the amount the move deals to you. If you're low on PP, use regular attacks and let Metang KO itself gradually.



FLOOR

1	111 RHYHORN GRD-RCK	375 METANG STL-PSY
2		
3		
4		
5	144 ARTICUNO ICE-FLY	

TERRAIN:
WATER

FLOORS:
15

TEAM MAX: 3

- APPLE
- BLAST SEED
- LINK BOX
- MAX ELIXIR
- ORAN BERRY

Mt. Freeze features plenty of **Iron Thorns** and several different **gummis** to collect. **TMs** and **Link Boxes** make occasional appearances, as do new held items such as **Heal Ribbons**, **Special Ribbons**, and **Insomiscopes**.

65% HP 25 82/82

Yagoroth took 25 damage!

Toranabo used Safer's Power!

Yagoroth used Encore!

FLOOR

[illegible]

MT. FREEZE PEAK

Are you really the human in Whiscash's tale? Learn the truth straight from the source—Ninetales itself.

TERRAIN:
WATER

FLOORS:
5

TEAM MAX:
3

ITEMS TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS TO LOOK FOR:

As is typical of peak dungeons, the most common prizes are **gummies**, which can be found in a wide variety of colors. You can also pick up occasional **Reviver Seeds** and **Max Elixirs**.

■ JOB DESCRIPTION:

Speak with Ninetales to learn the truth about Gardevoir and the Ninetales curse.

■ PREPARATION:

Save your game at the Kangaskhan statue, where your PP will be refilled for free. There's no boss to worry about, so use your Fire-, Fighting-, Rock-, and Steel-type special moves aggressively against the four straight floors of Glalie Pokémon.

■ IN THE DUNGEON:

Glalie doesn't have Articuno's high Special Attack score, so its Powder Snow won't be able to do significant amounts of damage, even to Grass-types. But it does have a chance of freezing its targets, which could set them up for several unopposed strikes. Blast Seeds come in doubly handy here: You can use them to toast Glalie or to defrost frozen allies.



Glalie uses the move Double Team often, giving it a significant Evasion boost. Target it from afar before it can approach you, or cancel its boost with Haze or Foresight. If you're having trouble hitting a boosted Glalie at close range, maneuver your team so everyone can take a swing at it. Eventually you'll crack it!

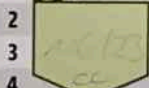
38 NINETALES

Alakazam's team has caught you, and they can't be talked out of their mission. Just when it looks like you'll have a triple boss brawl on your hands, Ninetales appears to break up the fight. Not only is Ninetales friendly, but it has important information for you—you're not the human in the legend, and the calamities have nothing to do with you. That's a relief, but it still doesn't explain who you are and what you're doing here. At least you've won the trust of Alakazam's team, and can now continue your quest with all the residents of Pokémon Square behind you.



FLOOR

1 362 GLALIE ICE



5 38 NINETALES FIRE

weir /blaw /dun /grew /form
wall: Ginseng /xralorb

UPROAR FOREST

Vindicated at last! Leave the big-picture stuff to Alakazam and take on bulletin board jobs instead.

JOB DESCRIPTION:

Calm down the Mankey gang that has been wreaking havoc in Uproar Forest.

PREPARATION:

Your days as a fugitive are over, and you can now return to your rescue-team duties. Avail yourself of the resources in Pokémon Square, and accept some jobs from either the bulletin board or your mailbox. Keep an eye out for jobs that have exclusive Friend Areas as a reward—one will pop up soon.

After you've completed at least three rescue jobs, you'll have another dream about Gardevoir. In the morning, you'll be approached by Wynaut and Wobbuffet, who have posted the Punish Bad Mankey! job on the bulletin board. When you accept it, you'll unlock the new Uproar Forest area. Before you visit, grab a Pokémon with good Fire-, Flying-, Ice-, Poison-, or Bug-type moves, any of which will be extremely effective against the Grass-types in Uproar Forest.

IN THE DUNGEON:

Uproar Forest gets a lot of strange weather, from hail to sandstorms. Both will damage your party continuously, but only enough to negate your natural healing abilities. The bad weather affects your foes as well, so if you can tolerate the damaging conditions, you'll be able to gain lots of Exp. Points easily by KO'ing severely wounded foes.

The most dangerous wild Pokémon is Venonat, who can use the Supersonic and Disable moves to cause Confuse and Paralyze conditions, either of which could leave you severely disabled in a monster room. Scour B9F carefully for Chestnuts before you take the stairs to the 10th floor, where the Mankey gang awaits. Chestnuts appear only on B9F, and usually only once per visit.



This dungeon is the first that contains Monster Houses, where lots of enemy Pokémon drop in from the ceiling and surround your party. Use moves that can damage multiple foes if you have them, and try to push your way in from the entrances so your party members can fight as well. Watch out for Seedot here; they may have the Earthquake move.

TERRAIN:
GROUND

FLOORS:
10

TEAM MAX:
3

ITEMS TO BRING:

- GRAVELEROCKS
- IRON THORN
- PECHA BERRY
- PECHA SCARF

ITEMS TO LOOK FOR:

This dungeon is full of **Green** and **Grass Gummis**, so you'll be able to fill up your storage in anticipation of future Bug- and Grass-types. Besides the gummis, all you'll find are **Apples**, **berries**, and the ultravaluable **Chestnuts** (B9F only).



56 MANKEY GANG

The Mankey gang are no tougher than regular Mankey Pokémon, and they can't use their Fighting-type moves. Once defeated, the Mankey gang will return to your base, doing renovations in exchange for three Chestnuts to complete the job.



TYPE:
FTG

LVL:
11

HP:
58

FLOOR

1 **48** VENONAT
BUG-PSN
2 **17** **73**
3
4 **157**
5
6
7
8
9
10 **56** MANKEY
FTG

190 AIPOM
NRM

273 SEEDOT
GRS

315 ROSELIA
GRS-PSN

274 NUZZLEAF
GRS-DRK

In Pokémon Red Rescue Team, you'll encounter **Alphon** in this dungeon. In the Blue version, you'll encounter **Roselia** instead.

Another special bulletin-board job will lead to a new dungeon and an unexpected rescue-team recruit.

FLOORS:
15

TEAM MAX: 3

- APPLES
- GRAVELEROCKS
- IRON THORN
- MAX ELIXIR
- ORAN BERRIES

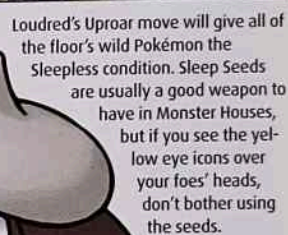
There are lots of new **orbs**, **seeds**, and **berries** on this floor, but many, like **Trapburst Orbs**, aren't worth using yet. The best prizes are **TMs**, which now include some of the game's strongest moves. **Flamethrower**, **Earthquake**, **Psychic**, and **Solarbeam** are highlights.

■ JOB DESCRIPTION:
Rescue Smeargle, who is lost in Howling Forest.

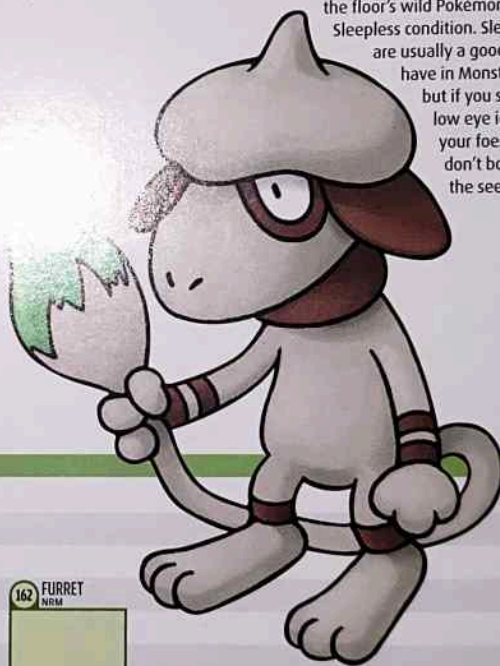
■ PREPARATION: There are several tasks to pursue after the Mankey gang begins renovations on your base. You can revisit Up roar Forest to get the final Chestnut, or scour the usual places for rescue quests with Friend Areas as a reward. After you've completed the renovations and won the Sky Blue Plains Friend Area (Smeagle's home), you'll find the Smeagle's Desperate Plea job on the bulletin board. Accept it to unlock the Howling Forest dungeon.

This dungeon gets a lot of strange weather that will empower certain Pokémon types. Snow is pretty common, so you may want to bring an Ice-type ally. Bring more Apples than you usually do, since they are very rare here.

IN THE DUNGEON: The first eight floors of this dungeon are fairly easy, but you'll be facing the much tougher evolved forms of the same Pokémon from 9F on. Save plenty of PP for the tougher floors, and don't let your HP drop far! Psychic-type Spinko and Grumpig are among the most dangerous foes, as both can deal Psychic-type damage at long range with the Psywave move. That's reason enough to leave any Fighting- or Poison-type allies at home.



You'll find Smeargle on the 15th floor of Howling Forest, and it will join your party thereafter. You can then visit Smeargle at its Sky Blue Plains Friend Area, where you can either ask it to redesign your flag or invite it to join your party. If you commission a redesign, Smeargle will come up with something and have it waiting the next time you return from a quest.

78 NINTENDO PLAYER'S GUIDE

MAGMA CAVERN

Groudon's rampage continues unabated. Can you succeed where Alakazam and Blastoise have failed?

TERRAIN:
MAGMA

FLOORS:
23

TEAM MAX:
3

ITEMS TO BRING:

- HUGE APPLE
- IRON THORN
- MAX ELIXIR
- ORAN BERRY
- PECHA SCARF
- RAWST BERRY
- REVIVER SEED
- SPECIAL BAND

ITEMS TO LOOK FOR:

This dungeon won't occupy your inventory space with a lot of junk. Besides ever-useful throwing items (including new **Silver Spikes**), you'll mostly find high-quality **TMs** and held items like **Heal Ribbons**, **Stamina Bands**, and **X-Ray Specs**. **Link Boxes** are also fairly common.

JOB DESCRIPTION:

Rescue Alakazam's team and silence Groudon in the depths of Magma Cavern.

PREPARATION:

After you complete at least four more rescue jobs, you'll be awakened by another earthquake. Visit Pokémon Square, where Shiftry has called a town meeting to discuss Alakazam's fate. There's no place for you on the rescue team... yet. Complete two more rescue jobs, then return to Pokémon Square and listen to Blastoise's report. If you think you're up to the task, raise your hand and volunteer for the toughest rescue job yet. You'll spend one more night in town before you can depart for Magma Cavern, and even then you'll be free to pursue other jobs first.

Your party members' levels should be in the mid 20s, although Electric-type and Normal-type heroes may need to be at slightly higher levels. If your hero isn't a Water- or Grass-type, bring a friend who is; you'll be facing primarily Rock- and Ground-type Pokémon. Fire-types are strong too, since Poison- and Steel-type foes are fairly common.

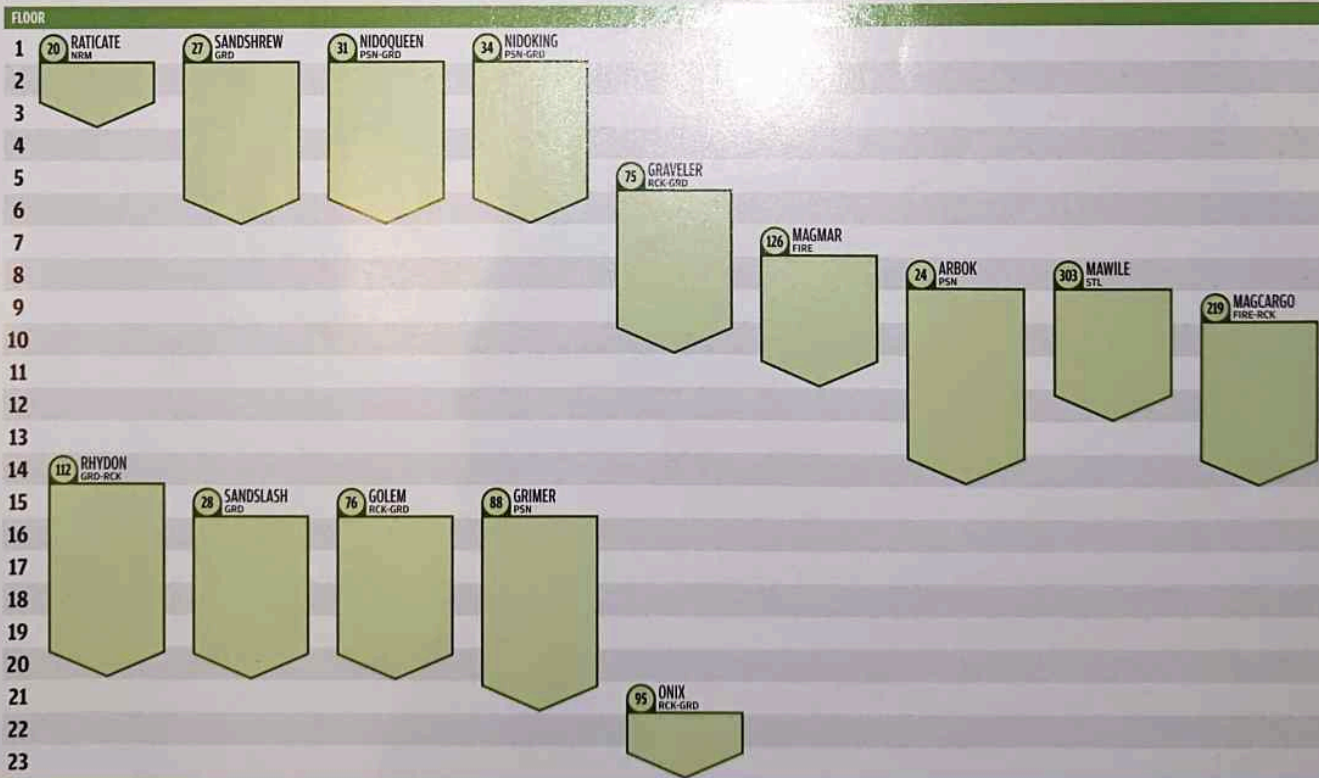
You'll have to survive 24 floors before you can challenge Groudon, which makes this your longest trip yet. Apples are extremely rare and recovery items like berries and Max Elixirs are nonexistent (except in Kecleon Shops), so you'll need to bring a lot of them with you. Eat gummis as you find them to save inventory space.

IN THE DUNGEON:

The first eight floors are heavy on Rock- and Ground-types, but the poison tips of Nidoqueen and Nidoking may be the biggest threat—wear a Pecha Scarf until B6F if you have one. Fire-types begin to appear around B8F, and you'll also begin to see magma on the ground, so watch out for ambushes. Rock-and-Ground-types reemerge on the final eight floors, especially B22F and B23F, where you'll encounter nothing but Onix. Type-trumping special attacks are an absolute must against these deadly, high-Defense foes. Ranged attacks like Bubble, Bubblebeam, and Bullet Seed are ideal, since Onix often hangs back and strike from afar with the Dragonbreath move.



You'll face multiple Monster Houses in Magma Cavern, all stocked with foes that are much tougher than usual. Moves that can hit multiple targets (like Thunderbolt, Bullet Seed, and Bonemerang) are absolutely fantastic in these situations, as are defensive moves like Protect and Pursuit. When your friends can handle the nearby targets, use Silver Spikes to get an early shot at distant foes.



magma hohlengrube

MAGMA CAVERN PIT

Delve into the deepest reaches of Magma Cavern to save Alakazam's team from Groudon!

JOB DESCRIPTION:

Battle the awakened Groudon and save Alakazam's team.

PREPARATION:

Save your game at the Kangaskhan statue and breathe a sigh of relief that your HP and PP have been refilled completely. There is only one floor of enemies between you and Groudon, so you don't have far to travel. Although the dungeon has three floors, you'll encounter only a quick scripted event on level 2F.

IN THE DUNGEON:

Onix and Steelix are both dangerous, but they are worth buckets of Exp. Points. After you locate the staircase, you may still want to hang out and battle them just to level up, but keep an eye on your PP to make sure you have enough juice left over for Groudon. Water-, Fighting-, and Ground-type moves are utterly fantastic versus either Onix or Steelix, and should result in an instant KO. (Grass-type moves are really effective only against Onix. Onix and Steelix look very similar, so check the text box so you know who you're fighting!) If you don't have any moves that will give you an edge against these foes, a quick run for the stairs is your best bet.



The Rage skill allows Onix or Steelix to boost its Attack score every time it's hit, giving the Pokémon an edge in a long fight. If you can't beat your adversary quickly with a type-trumping special attack, you'll be in for a tough battle.

TERRAIN:
MAGMA

FLOORS:
3

TEAM MAX:
3

ITEMS TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS TO LOOK FOR:

The only items you'll find lying around are scattered **Poké**. Everything else is hidden inside the walls, so you'll need **Super Mobile** (the ultimate IQ skill) or a **Mobile Orb** to get at them.

383 GROUDON

Groudon is a tough cookie, but you have several advantages. It begins the fight several squares away, giving you plenty of time to do heavy damage with long-range moves like Bubble or Bullet Seed, or at least to throw several Silver Spikes. Many of its early moves will lower your stats or change the weather, giving you a few free turns to use effective Water-, Grass-, and Ice-type special attacks.



TYPE:
GRD
LVL: **27**
HP: **500**



FLOOR

1 **95** ONIX
RCK-GRD

208 STEELIX
STL-GRD

2
3 **383** GROUDON
GRD

SKY TOWER

You've defeated Groudon, but a new peril has emerged. You must convince Rayquaza to help.

TERRAIN:
FLOAT

FLOORS:
25

TEAM MAX:
3

ITEMS TO BRING:

- GRAVELEROCKS
- HUGE APPLE
- MAX ELIXIR
- ORAN BERRIES
- PERSIM BAND
- REVIVER SEED
- X-RAY SPECS

ITEMS TO LOOK FOR:

Sky Tower is a dreamland for item hunters, featuring large quantities of held items like X-Ray Specs, Stamina Bands, Detect Bands, and Persim Bands, any of which will be useful immediately. Link Boxes and gummies are plentiful, and you'll find a few TMs as well.

JOB DESCRIPTION:

Convince Rayquaza to stop the shooting star and save the world.

PREPARATION:

After beating Groudon, you'll return to a hero's welcome. But the party won't last long—a new threat is imminent, and yours is the only team that's up to the challenge. Hit the stores and storage, being sure to bring plenty of Reviver Seeds, Huge Apples, and Max Elixirs for the ultimate challenge. Gravelerocks may seem obsolete, but bring a few—unlike Iron Thorns and Silver Spikes, Gravelerocks can hit Ghost-type enemies within walls. Special items like X-Ray Specs, Heal Ribbons, and Persim Bands come in handy, but leave plenty of inventory space for the excellent items you'll find.

IN THE DUNGEON:

The first part of Sky Tower is full of Ghost-type Pokémon who can travel within the walls. If they're in a wall, your moves won't be able to hit them, but they'll still be able to attack you! Fortunately, items that are thrown in an arc (like Gravelerocks) can still hit them, and are powerful enough to KO weak Ghost-types like the Bug-and-Ghost-type Shedinja easily. Try to defeat the Ghost-types early, or they'll steal all your PP with the Spite move. Another popular move is Selfdestruct (used by Forretress and Koffing), which can take off 50 or more HP consistently. Confuse effects are common, so put on a Persim Band when facing multiple foes.



This dungeon is full of great items, but they often come at a price. Use your X-Ray Specs to reveal a floor's items, and be wary of approaching rooms that contain three or more items, a tip-off that it's a Monster House. If you decide to go for the items, put on a Persim Band before you step inside. Confuse effects are common, and can prove fatal when you're surrounded.

FLOOR

1	205 FORRETRESS BUG-STL	284 MASQUERAIN BUG-FLY	292 SHEDINJA BUG-GHO	337 LUNATONE RCK-PSY	353 SHUPPET LNO
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12	338 SOLROCK RCK-PSY				
13					
14					
15		212 SCIZOR BUG-STL			
16					
17			356 DUSCLOPS GHO		
18					
19					
20				49 VENOMOTH BUG-PSN	
21					
22				142 AERODACTYL RCK-FLY	
23					
24					
25					

SKY TOWER SUMMIT

Rayquaza would rather fight than help. Knock some sense into it before the shooting star hits!

TERRAIN:
FLOAT

FLOORS:
9

TEAM MAX:
3

ITEMS TO BRING:

You don't have the option to access Kangaskhan Storage before this dungeon.

ITEMS TO LOOK FOR:

Sky Tower Summit has most of the same great held items and TMs as Sky Tower, but they appear less frequently. You'll find mostly Poké.

JOB DESCRIPTION:

The only way to convince Rayquaza to help you is to defeat it in combat.

PREPARATION:

Be sure to save at the Kangaskhan statue, since you're going to have a difficult team reaching Rayquaza with your supplies intact. Wear a Persim Band to protect yourself from the Confuse-inflicting moves of Metagross and Aerodactyl.

IN THE DUNGEON:

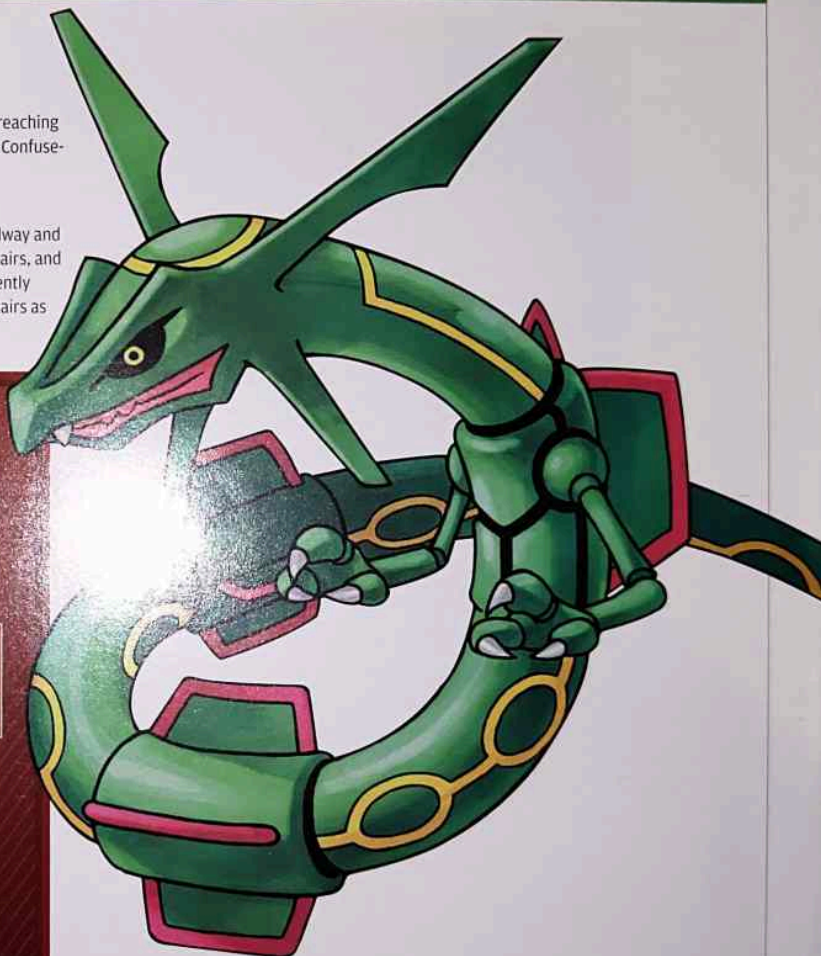
Most of the Sky Tower Summit floors have a similar layout, with a circular central hallway and dozens of little rooms branching out. You'll need to do a lot of searching to find the stairs, and the constant enemy attacks will take their toll. Quality items appear much less frequently than they did in Sky Tower, so there isn't much point exploring—it's best to take the stairs as soon as you spot them.

384 RAYQUAZA

Rayquaza has a lot of HP and a combination of types that is hard to exploit. If you're lucky enough to have access to Ice-type moves, you'll be in for an easy victory, but otherwise you'll need to prepare for a long fight. Set up effects that protect your party, reflect damage, and weaken Rayquaza. Status conditions like Paralyze work too, but they won't last long—the incredible Speed boost provided by Rayquaza's Dragon Dance will allow it to recover quickly.



TYPE: DRG-FLY
LVL: 35
HP: 600



FLOOR

1	142 AERODACTYL RCK-FLY	330 FLYGON GRD-DRG	205 FORRETRESS BUG-STL	357 TROPIUS GRS-FLY	373 SALAMENCE DRG-FLY	376 METAGROSS STL-PSY
2				27 400		
3						
4						
5						
6						
7						
8						
9	384 RAYQUAZA DRG-FLY					